

# CyberSexOpoly

## Rules of the Wild Web Sex Game

**Game Objective:** Earn the most *Dirty Money* as a player in the wild web of sex. Buy, sell and trade risqué cyber sex businesses while performing and enjoying special erotic services. Earn cash by selling sex online – more traffic, more minutes, more sex, more money, more fun.

**Equipment:** Your own Strippopoly game board enhanced with CyberSexOpoly labels, a set of male and female foreplay cards, a set of sex worker cards, 1 symbol die, 2 numbered dice and a sexy stack of *Dirty Money*.

**Setup:** Choose a CEO (banker/lawyer) representing investors to distribute cash and deeds to website domains. Players start with: 1-\$500 and 5 each of the other bills. Place the sex worker, male foreplay and female foreplay cards on the board in three separate piles. Place tokens on the *Start* space.

**Game Play:** General play follows the basic rules of the standard game with improved erotic twists.

- **The Pot** – place \$500 in the center of the board. When directed to Pot money, add the cash to this stack. When a player lands on *Strip Club* they have the option to remove an item of clothing and win the pot or add \$200 to the pot and avoid stripping. The CEO seeds the pot with another \$500 whenever the pot is won. If already naked, you still win. Pot \$1000 to put all your clothes back on.
- **Pleasure Dungeon** – certain penalties involve being sent directly to the dungeon. You must remain there at least one full turn. On your turn, roll all three dice. If you roll a heart or doubles you are released and can move. Optionally pot \$100 to be released regardless of your roll but stay visiting. While in the dungeon, your businesses are protected from take over but you don't earn any revenue from them. Instead, all fees are paid at a one star rating to the pot.
- **Visiting the Dungeon** – when you land on the dungeon space as a visitor, you must pot \$50 to enjoy the show.
- **Buying an Un-Owned Business** – each business has a listed price. You may pay the purchase price to the CEO to obtain the domain/website of the business.
- **Visiting an Owned Business** – when you land on a website that is owned a service is performed and a fee is paid (usually). If a heart or \$ symbol is rolled special options apply. If one of the other four symbols is rolled, turn over a sex worker card to identify the erotic activity and fee. You must pay the owner the listed fee multiplied by its star rating.
- **Business Star Rating** – if you own one business of a color group, the star rating is 1. Own 2, the rating is 2. Own then entire color group, the rating is 3. This is a multiplier that increases fee payouts for each style of business. If you own the entire side, you can

increase the star rating by 1. If a player rolls doubles, increase the star rating by 1 (even if you own one). The max star rating is 5.

- **Take Over a Business** – if you land on a business owned by another player and rolled a \$ symbol, you have the option to purchase the business at double the rate posted on the deed. Pay the price to that player and take possession of the deed. If you own the entire color group, the business is protected from takeover – it cannot be purchased unless the owner wants to let it go.
- **Strip to Pay** – whenever you are required to pay any fee, fine or cost, you have the option to remove one article of clothing instead. If you opt to strip, the bank pays the money instead of you.
- **Mortgaging a Business** – receive a loan as in the standard game but when you pay it back, you must also remove an article of clothing. Business keeps going but fees are paid only at a one star rating. Entire group and entire side status is cancelled until all corresponding businesses are free of mortgage. You can take over a mortgaged business by paying back the loan (plus item of clothing) and paying the owner the remaining portion.
- **Foreplay Cards** – when you land on one of the *Press Your Luck* locations pick up a foreplay card of the appropriate gender and do as instructed.
- **Foreplay Card Options** – foreplay cards include optional or bonus activities in italics that may involve other players. Either player can refuse to participate of course. If one player is “willing” to perform an action but the other is not, they may still receive the bonus even if no activity is actually performed.
- **Passing “Start”** – every time you land on or pass the *Start* location you earn \$300. If you land on *Start*, you have the option to put on 1 article of clothing instead of receiving the cash.
- **Auctions and Private Sales** – businesses, clothing and even special services can be auctioned or sold to specific players during your turn. Solicitation is part of the game.
- **Special Foreplay Card Terms** – costs are paid to the CEO, earned income is paid by the CEO, fees are paid from one player to another, receive money from the CEO. If a card says redeem, it may be kept until it is appropriate to use it and then it is returned to the pile. A target player is anyone you choose including yourself unless otherwise specified.

**Winning the Game:** normally play until all but one of the players is bankrupt. Or set a specific time limit of 1-2 hours at which point the winner is the wealthiest (calculated by adding all cash and values of owned businesses).

See second page for explanation of the optional replacements for the Go Forward/Back locations.



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- **Red Dice** – if you land on a Go Forward or Go Back location with an image of a red die covering the number, roll a single die and move again in the direction specified.
- **Sex Toys** – depending upon the roll of the symbol die, pay the specified cost to the bank.
- **Sex Ed** – depending upon the roll of the symbol die, pay the specified cost to the bank.
- **Real Live Sex** – if you rolled anything except a dollar or heart symbol, pick a Sex worker card and pay the corresponding fee at a 3 star rating to the bank. If you rolled a heart, receive \$200 to perform any foreplay activity your lover requests. If you rolled a dollar symbol, pay your lover \$200 if they are willing to perform a foreplay activity of your choice.
- **Clothing Optional** – if you rolled an odd number, you can put on 1 article of clothing else if you rolled even, you must take 1 article of clothing off.
- **Safe Sex Supplies** – pay the bank \$75.
- **Kiss & Tell** – kiss any target player and whisper something loving, seductive or erotic involving both of you. Earn \$100.
- **Dungeon Master** – send any player of your choice to the Pleasure Dungeon. They do not pass Start and do not collect \$300.
- **Erotic Challenge** – the player to your left gives you a sex oriented Truth or Dare challenge based on whether you rolled odd or even. They determine if you performed the task adequately to earn the cash. If you fail or refuse, you must pay the corresponding amount to the bank. Try to avoid simple yes/no or true/false truth questions – ask more detailed and sensitive questions involving some sexy descriptions. Also, in the spirit of the game, erotic dares should push the limits a bit without being too extreme – you do want to see the activity performed don't you?

OR

You select any target player to perform an erotic challenge you make up. If they refused they must Pot the fee, if you deem they failed, you Pot the money and if they succeed, you pay them the fee.

**Note:** for any challenge, other players can override or help resolve disputes – there is only one kind of hard feeling desired in this game. If there are unresolved disputes, split the difference and start having fun again.

